DESTINATION: MARS!

IBM or Compatible CD-ROM

Compu-Teach®

COMPACT
disc

DESTINATION: MARS!

CD–ROM

Welcome to adventure as you enter the exciting world of Destination: MARS!

Getting Ready:

1. In order to access your CD-ROM drive properly, you must boot your computer with the approprate device driver in your CONFIG.SYS file. Consult your CD-ROM drive manual.
2. Insert the Destination: MARS! CD into your CD-ROM drive.
3. Select that drive (if your CD-ROM drive is D, type D: and press ENTER).
4. Type MARS and press ENTER.

Installing On Your Hard Drive:

If you have an older computer or a slow CD-ROM drive, you may want to install Destination: MARS! to your hard drive for increased performance. You will need 13 megabytes of free space on your hard drive.

1. Insert the Destination MARS! CD into your CD-ROM drive.
2. Select that drive (if your CD-ROM drive is D, type D: and press ENTER).
3. Type INSTALL and press ENTER. Follow the onscreen directions.

You should keep the Destination: MARS! CD in the drive while you play the game. The audio tracks are stored on the CD and cannot be copied to the hard drive. You may play without the CD in the drive but you will not hear the spoken announcements.

Operation:

In this CD-ROM version, all program and experiment information will be provided on screen as you play. Specific flight and mission operation instructions are available by pressing the F1 key.

When performing an experiment you can access all database reference material by clicking on the REF button. If an emergency occurs, you can consult with EARTH, your CREW and the DATABASE just by clicking on the appropriate button.

Reference Material Section:

The following charts, graphs and pictures along with the foldout map of Mars will assist you with experiments and Mars navigation. Coordinates for Mars Base locations are listed below.

Base Name	**Latitude**	**Longitude**
Launch/Landing Area	8N	30
Crew Habitat	9N	29
Power Production	8N	29
Resource Management	9N	30

To end the game at any time, press ESCAPE. And don't worry... after each completed mission, your status is automatically saved so Destination: MARS! is always ready for your return.

System Requirements:

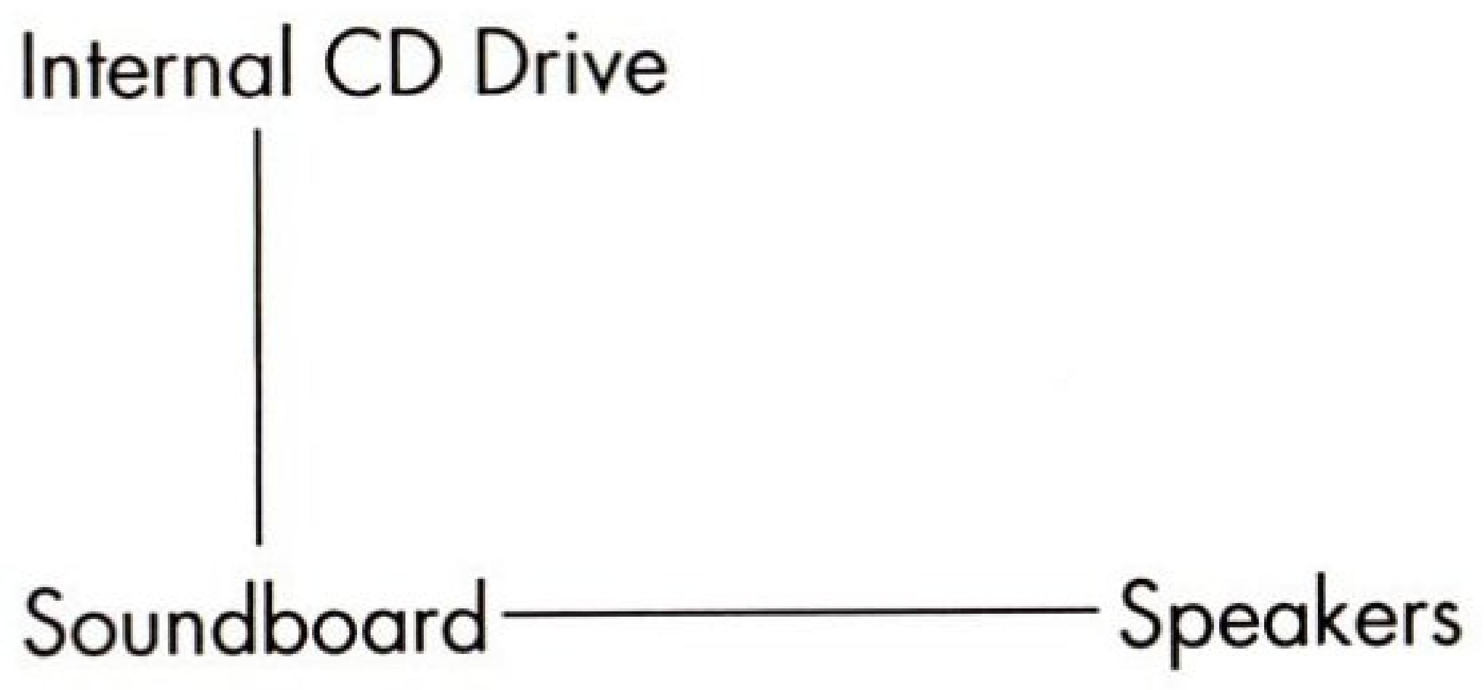
Destination: MARS! requires that at least 570k of the lower 640k of memory be free to the program. To determine if your system meets this requirement, type MEM at the DOS prompt. The third line down will give a number followed by: "Largest Executable Program Size".

That number must be at least 570000. If your system does not have enough low free memory, you will have to free some. With DOS version 5.0, there are methods of loading certain parts of your system software into high memory, thus freeing up low memory. Refer to subheading "Making More Memory Available" in the chapter "Optimizing Your System" of your DOS 5.0 manual.

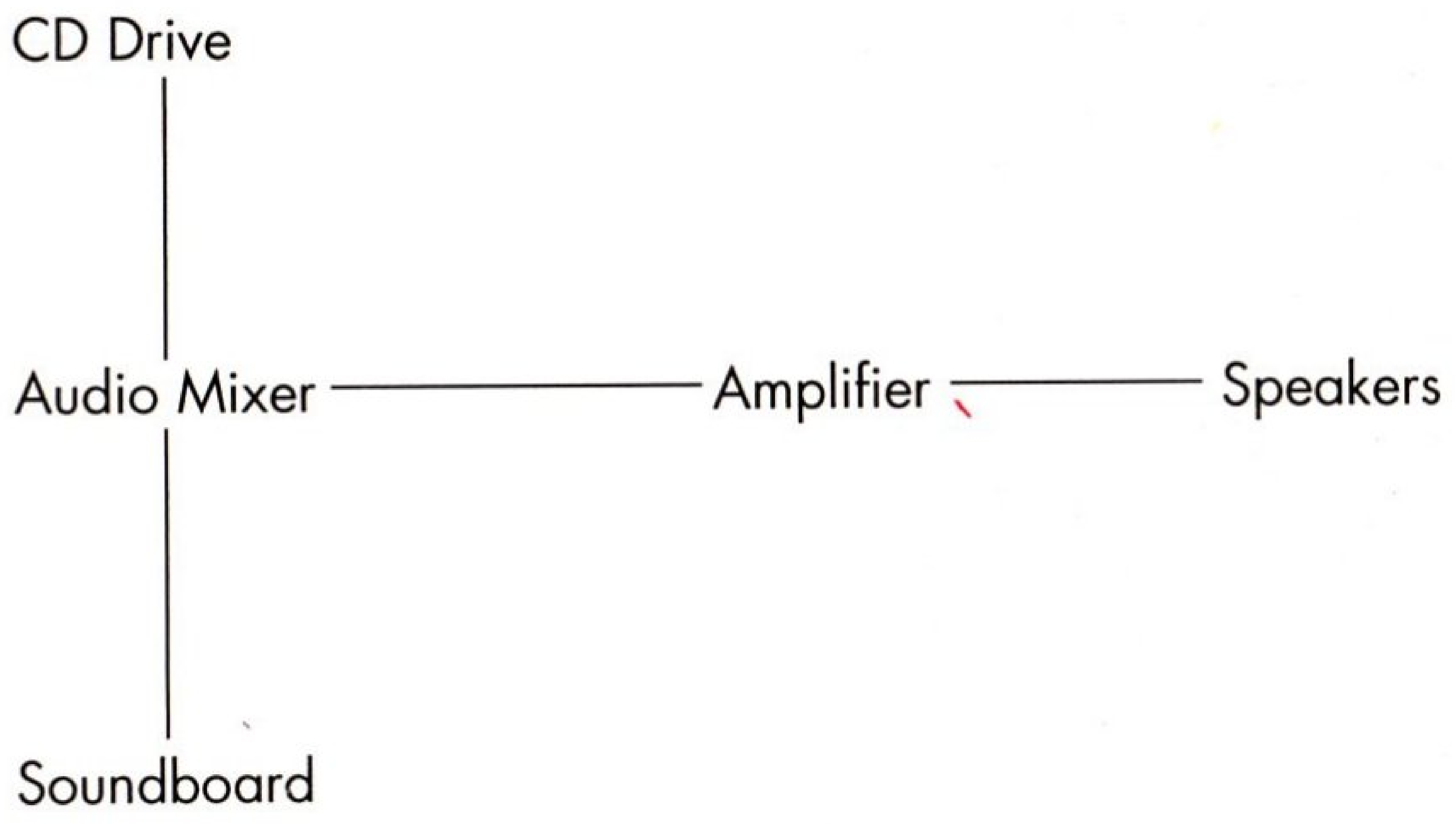
Destination: MARS! also uses extended memory for full frame animation sequences at launch and landing. These sequences require the availability of 2 megabytes of extended memory. Lack of extended memory will not affect actual game play, however, launch and landing sequences will be skipped.

System Configurations:

Integrated Multimedia System



Seperate Components



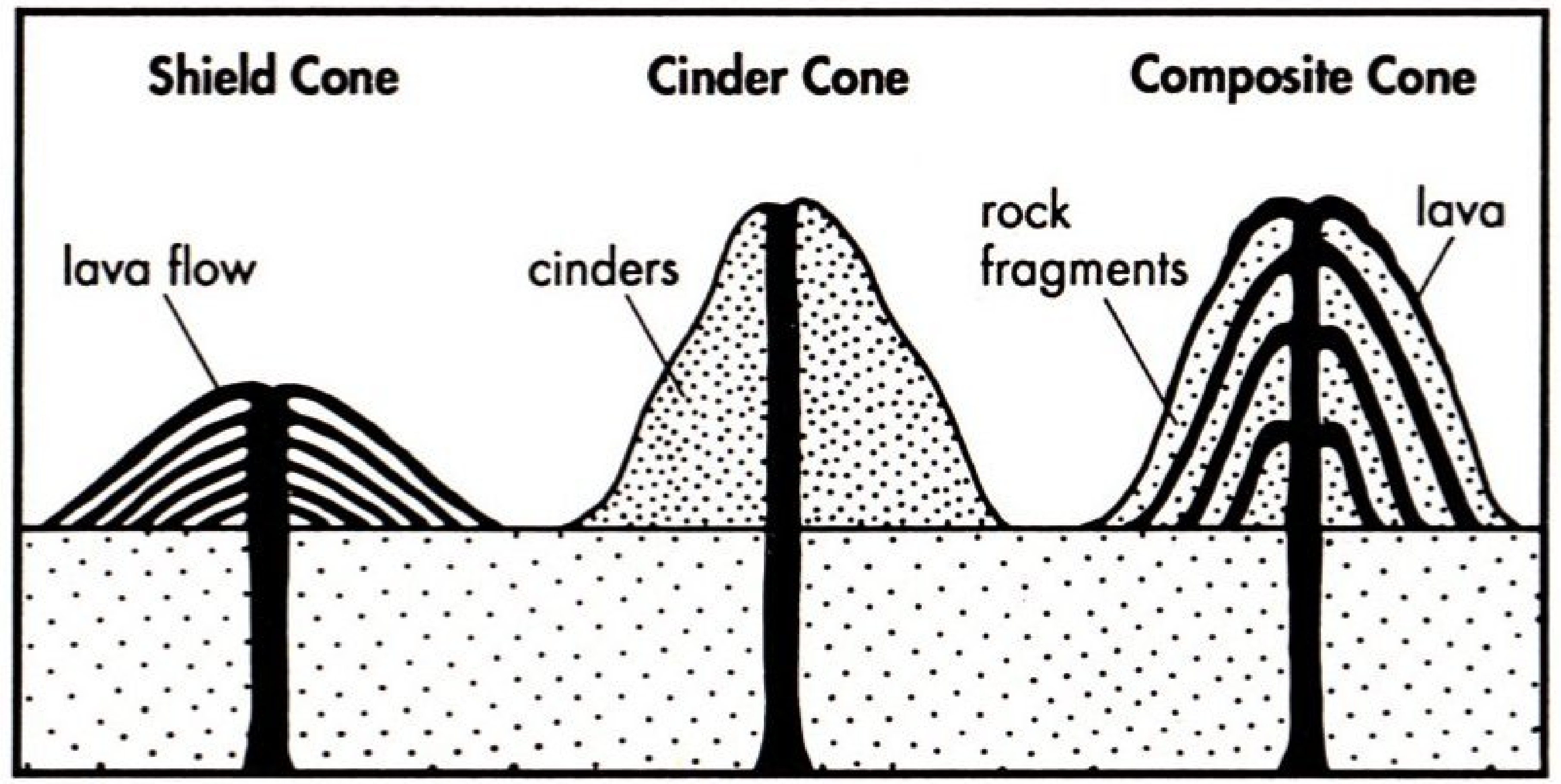
Periodic Table of the Elements:

1 **H** 1.008																	2 **He** 4.003
3 **Li** 6.941	4 **Be** 9.012											5 **B** 10.81	6 **C** 12.01	7 **N** 14.01	8 **O** 16.00	9 **F** 19.00	10 **Ne** 20.18
11 **Na** 22.99	12 **Mg** 24.31											13 **Al** 26.98	14 **Si** 28.09	15 **P** 30.97	16 **S** 32.06	17 **Cl** 35.45	18 **Ar** 39.95
19 **K** 39.10	20 **Ca** 40.08	21 **Sc** 44.96	22 **Ti** 47.90	23 **V** 50.94	24 **Cr** 52.00	25 **Mn** 54.94	26 **Fe** 55.85	27 **Co** 58.93	28 **Ni** 58.70	29 **Cu** 63.55	30 **Zn** 65.38	31 **Ga** 69.72	32 **Ge** 72.59	33 **As** 74.92	34 **SE** 78.96	35 **Br** 79.90	36 **Kr** 83.80
37 **Rb** 85.47	38 **Sr** 87.62	39 **Y** 88.91	40 **Zr** 91.22	41 **Nb** 92.91	42 **Mo** 95.94	43 **Tc** (98)	44 **Ru** 101.1	45 **Rh** 102.9	46 **Pd** 106.4	47 **Ag** 107.9	48 **Cd** 112.4	49 **In** 114.8	50 **Sn** 118.7	51 **Sb** 121.8	52 **Te** 127.6	53 **I** 126.9	54 **Xe** 131.3
55 **Cs** 132.9	56 **Ba** 137.3	71 **Lu** 175.0	72 **Hf** 178.5	73 **Ta** 180.9	74 **W** 183.9	75 **Re** 186.2	76 **Os** 190.2	77 **Ir** 192.2	78 **Pt** 195.1	79 **Au** 197.0	80 **Hg** 200.6	81 **Ti** 204.4	82 **Pb** 207.2	83 **Bi** 209.0	84 **Po** (209)	85 **At** (210)	86 **Rn** (222)
87 **Fr** (223)	88 **Ra** (226)	103 **Lr** (260)	104	105	106	107	108	109									
		Lanthanide Series		57 **La** 138.9	58 **Ce** 140.1	59 **Pr** 140.9	60 **Nd** 144.2	61 **Pm** (145)	62 **Sm** 150.4	63 **Eu** 152.0	64 **Gd** 157.3	65 **Td** 158.9	66 **Dy** 162.5	67 **Ho** 164.9	68 **Er** 167.3	69 **Tm** 168.9	70 **Yb** 173.0
		Actimide Series		89 **Ac** (227)	90 **Th** 232.0	91 **Pa** (231)	92 **U** 238.0	93 **Np** (237)	94 **Pu** (244)	95 **Am** (243)	96 **Cm** (247)	97 **Bk** (247)	98 **Cf** (251)	99 **Es** (252)	100 **Fm** (257)	101 **Md** (258)	102 **No** (259)

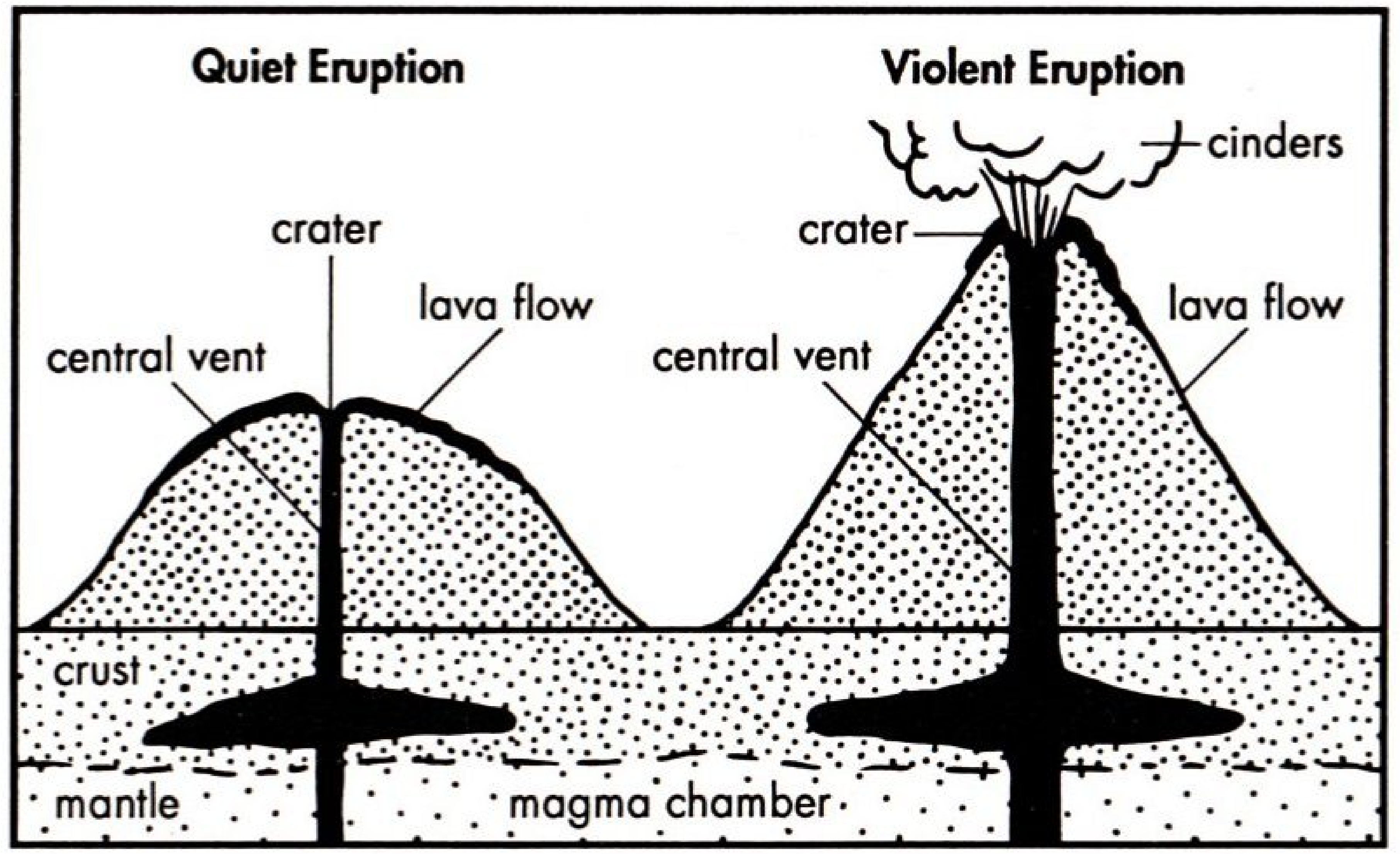
Atomic Number

Atomic Weight

Volcanos:



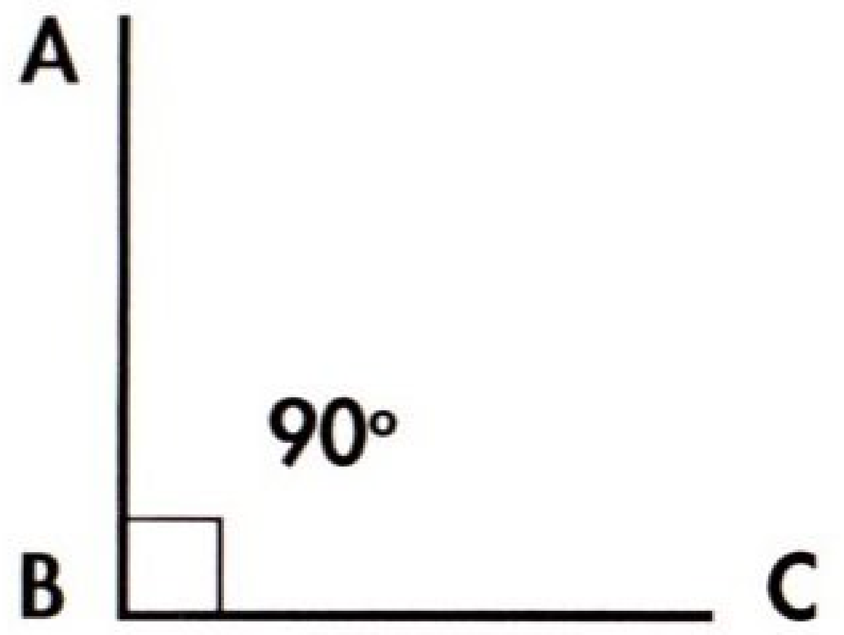
Eruptions:



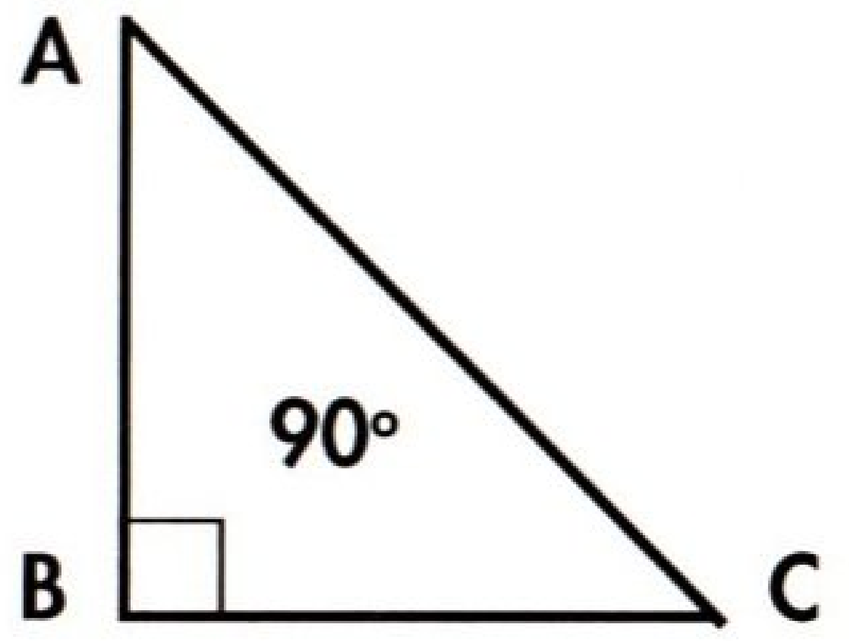
Triangles:

The Pythagorean Theorem gives us a method of determining the measurements of right triangles.

The angle diagramed below is a right angle. The angle measures 90° (degrees) where the lines (AB and BC) meet.



If another line were to join points A and C, a right triangle would be created.



When points A and C are are joined, two more angles are created. For all triangles, the sum of the measures of the angles will equal 180°

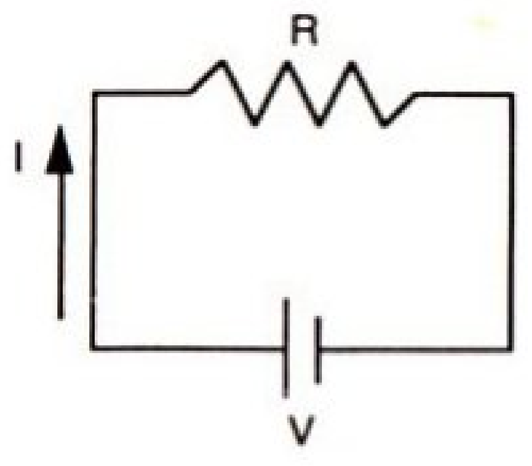
Series Curcuits:

The diagram below demonstrates how circuits are commonly represented. The diagram could even represent the battery and light bulb. The battery symbol is at the bottom, with the longer side of the symbol representing the positive terminal of the battery. The symbol used to represent a resistor looks like a zigzagged line. The arrow shows the direction the current will flow.

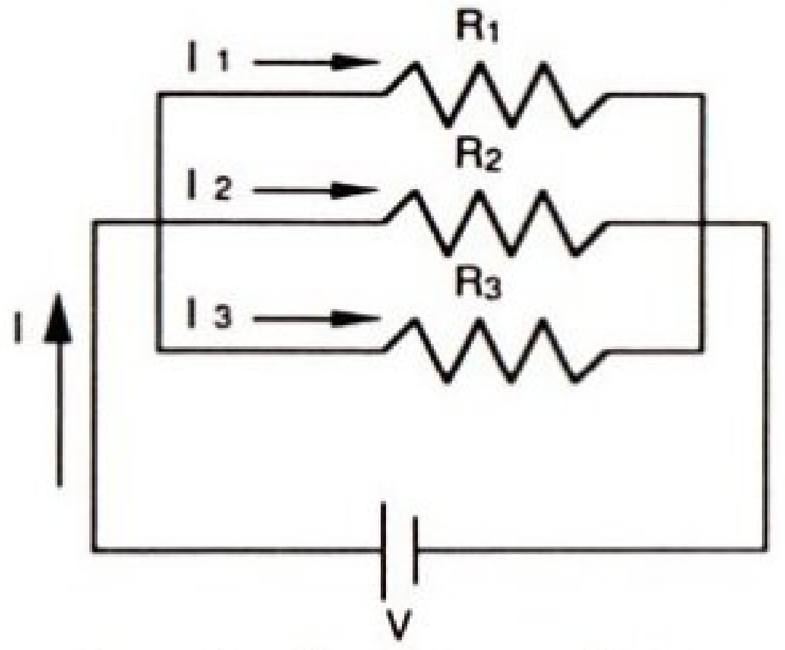
Parallel Curcuits:

Parallel curcuits are ones where the current doesn't follow such a simple path. Notice, in the diagram below, how the current has to split up to reach the three resistors.

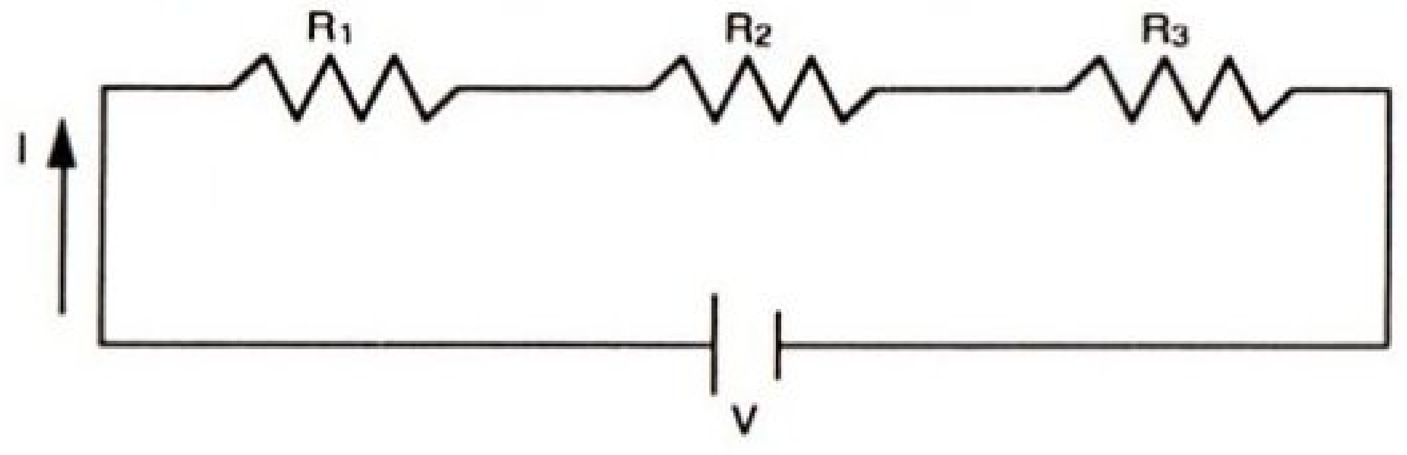
Series:



Parallel:



The next diagram shows another series circuit that is a bit more complex. Notice that the current still flows in a simple path, but it flows through more resistors. The same current flows through each resistor. In the case of series curcuits, we can simplify the drawing by replacing the three resistors with one that will do the same job (see database on OHMS law).



Trouble Shooting Tips:

When I ran the program it said "DOS_Malloc has failed; fatal" and it wouldn't go any farther.

You need more to free up more low memory. If you run the program without enough memory, the program will behave erratically. See the System Requirements section.

I don't hear any music.

Make sure that your sound driver is configured correctly. You can change your sound driver settings by typing INSTALL and changing the configuration. If you don't have a sound card, make sure you select PC Speaker as your sound type. If you have a sound card that is NOT a SoundBlaster, try selecting SoundBlaster since most popular boards emulate the SoundBlaster.

I don't hear any voices.

The spoken audio in Destination: MARS! comes directly from the CD-ROM, where it is recorded just like the music on an audio CD. If you have an integrated multimedia system, the audio output should be mixed by your sound board; consult your system's documentation. If you have a CD-ROM drive, but no sound board, or a CD-ROM player that isn't connected to your sound board, you'll need to mix and/or amplify the audio yourself. The spoken CD audio can be heard from the 1/8" jack found on the front of most internal CD-ROM players, or from the line outs found at the back of external CD-ROM players. See the System Configurations section.

I don't see the launch animation sequence. I have enough free low memory.

Destination: MARS! needs 2 megabytes of extended memory available to run the animated VGA launch and landing sequences. If you don't have this available, Destination: MARS! will skip these sections. See the System Configurations section.

The game loads very slowly.

Destination: MARS! loads a lot of information from the CD-ROM, especially during the animated sequences. If you need faster performance, consider installing it to your hard drive. See the Installation section.

Credits:

MS-DOS version co-developed by:
Susan Mahoney & Associates, Inc. & Compu-Teach, Inc.
CD-ROM/MS-DOS version co-developed by:
Synergistic Software & Compu-Teach Inc. (based on original MS-DOS version)
Producers:
David Urban, M. Ed., Lynn Rushing
Product Design:
Susan Mahoney, David Urban, M. Ed., Steve Coleman
MS-DOS Programmers (for the CD-ROM version):
Diana Gruber, Ted Gruber, Brian Rice
CD-ROM Enhancement Programming:
Steve Coleman
Technical and Programming Support:
Stewart Loving-Gibbard, Michael Branham, Alan Clark,
Robert Nendel, Michael Ormsby
Graphics:
Jeremy Jones
Sound:
Craig Utterback, Chris Barker, Jeremy Jones, Juliet Utterback
Scientific Data:
Huntly Boyce, George Crisanti, Gary Crisanti, Linda Baker,
Sasha Samberg-Champion, Jake Star
NASA Database:
Brian Mahoney, Susan Mahoney
NASA Consultant:
Terri Vogt Ramlose
Documentation:
Susan Mahoney, Jennifer Cameron, Jake Star, Ruth Brooks

900121-MNLS